

FIG. 1

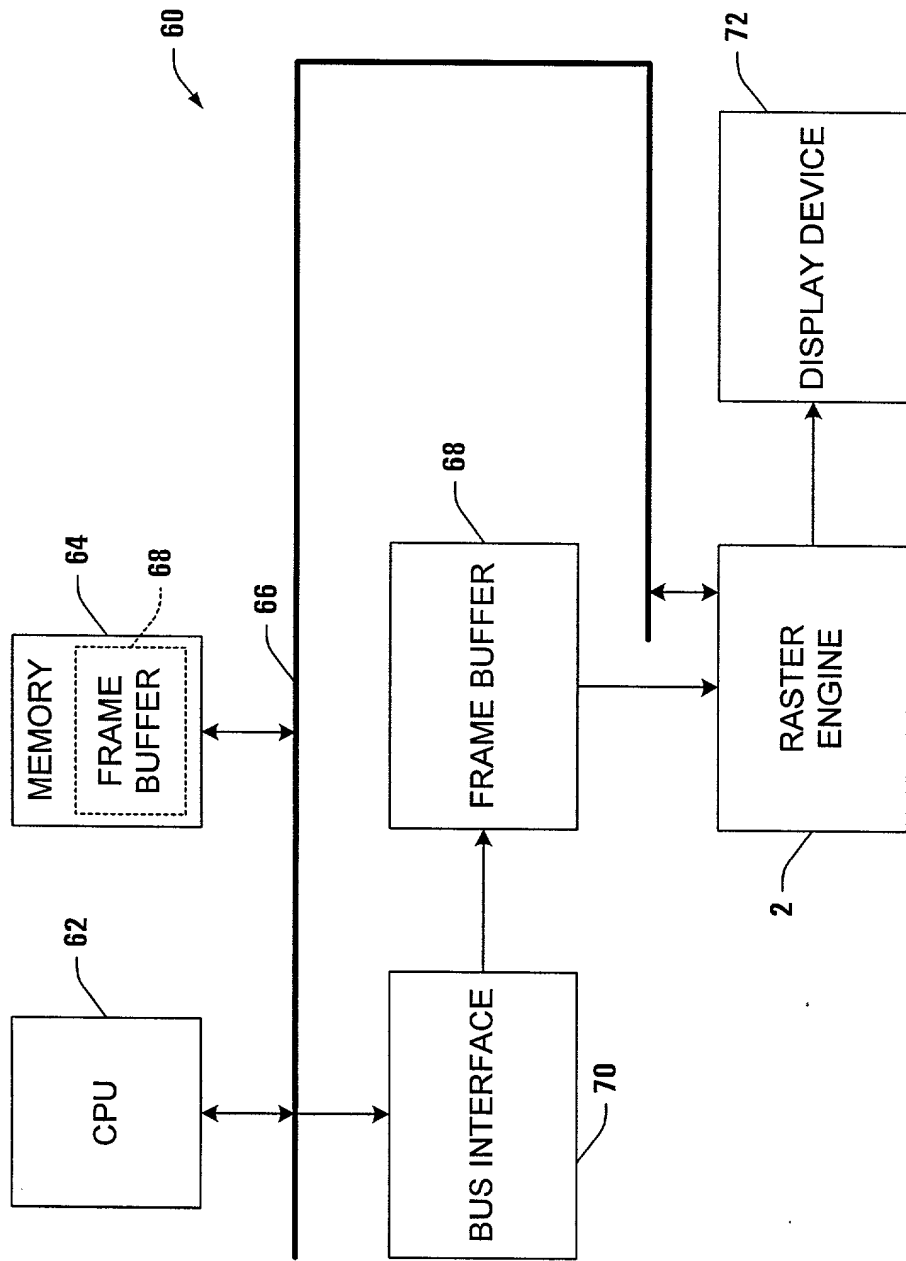


FIG. 2A

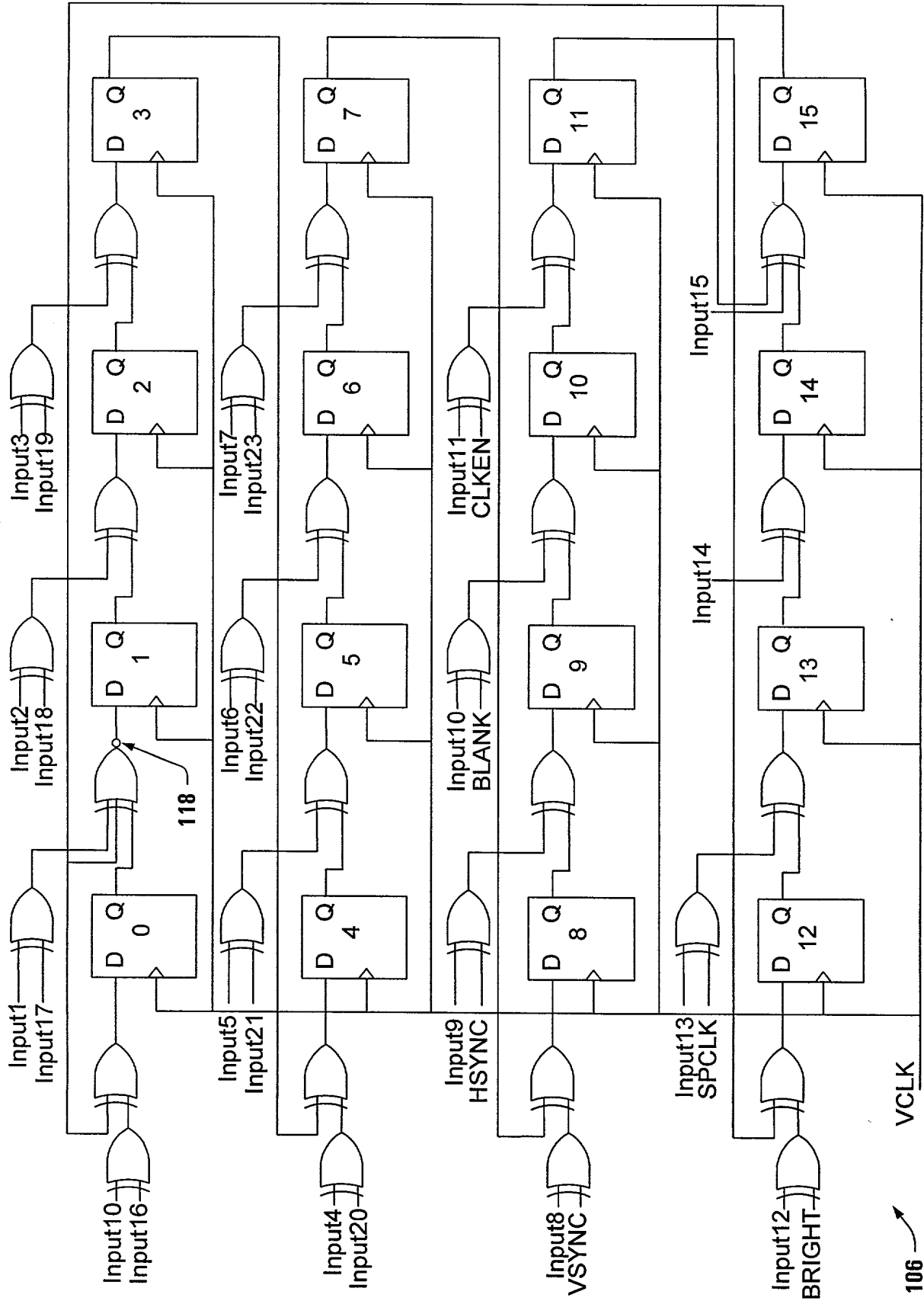


FIG. 4

FIG. 5 is a schematic diagram of a display device 120 showing a user interface 122. The user interface 122 includes a time display 124 showing the time 7:46 AM. The display device 120 is divided into two regions, REGION 1 and REGION 2, by a vertical line. The top-left corner of the display device 120 is labeled (X1, Y1), the top-right corner is labeled (X2, Y2), the bottom-left corner is labeled (X3, Y3), and the bottom-right corner is labeled (X4, Y4).

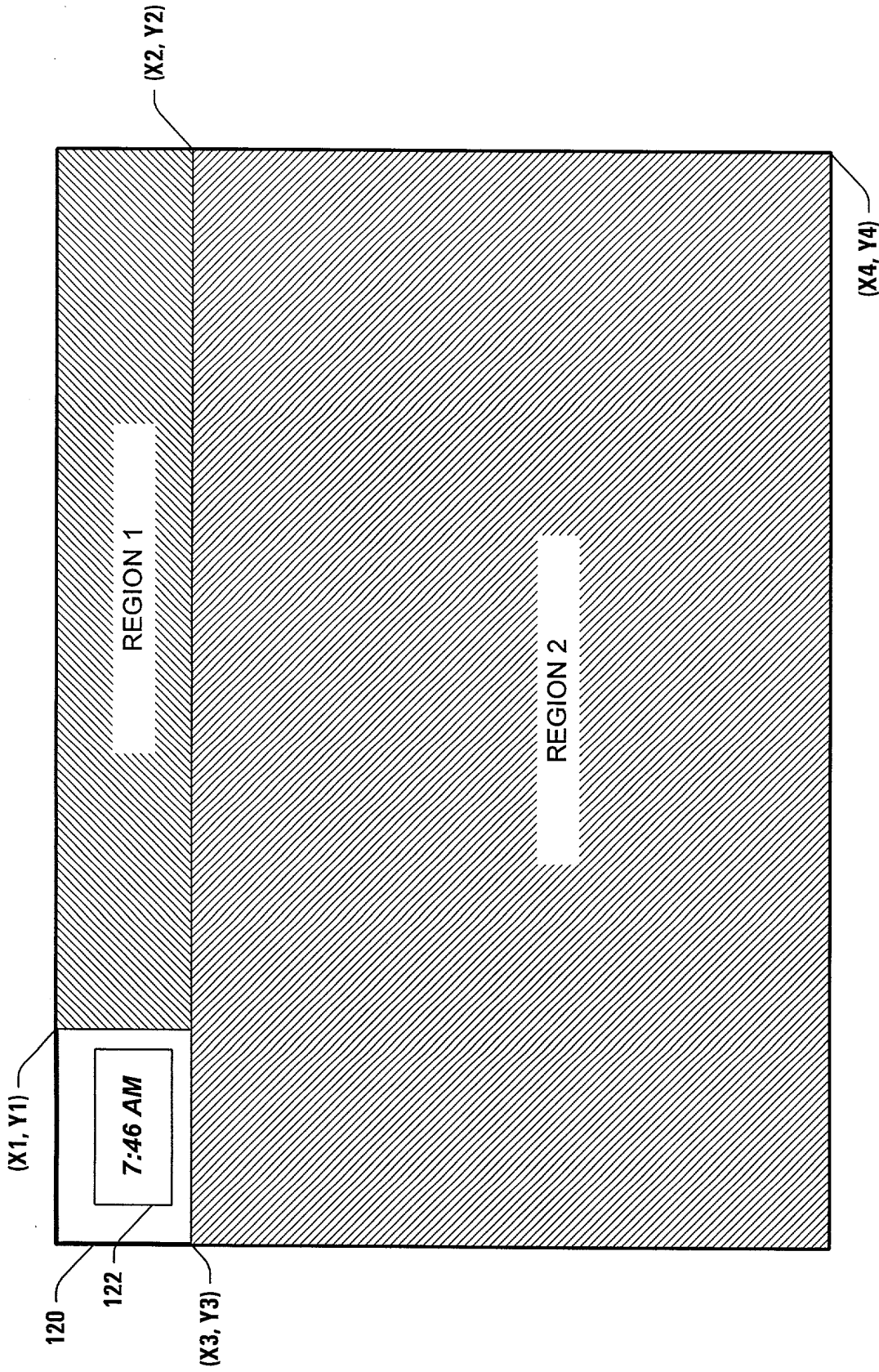


FIG. 5

Figure 6B: Timing diagram for the video signal. The diagram shows the relationship between the video signal and the horizontal sync signal. The video signal is shown as a series of pulses, and the horizontal sync signal is shown as a series of pulses. The video signal is shown as a series of pulses, and the horizontal sync signal is shown as a series of pulses.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EN	RSVD	SPCLK	BRIGH T	CLKEN	BLANK	HSYNC	VSYNC	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN

SIGCTL

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FIG. 6B

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	STOP 10	STOP 9	STOP 8	STOP 7	STOP 6	STOP 5	STOP 4	STOP 3	STOP 2	STOP 1	STOP 0

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	START 10	START 9	START 8	START 7	START 6	START 5	START 4	START 3	START 2	START 1	START 0

VSIGSTRTSTOP

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FIG. 6C

Figure 6D shows a sequence of 32 bits, 0 through 31, arranged in a 4x8 grid. The bits are labeled as follows: 0-10 are STOP, 11-14 are RSVD, 15-26 are START, 27-30 are RSVD, and 31 is RSVD.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	STOP ₁₀	STOP ₉	STOP ₈	STOP ₇	STOP ₆	STOP ₅	STOP ₄	STOP ₃	STOP ₂	STOP ₁	STOP ₀

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	START ₁₀	START ₉	START ₈	START ₇	START ₆	START ₅	START ₄	START ₃	START ₂	START ₁	START ₀

HSIGSTRSTOP

FIG. 6D

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31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	VCLR ₁₀	VCLR ₉	VCLR ₈	VCLR ₇	VCLR ₆	VCLR ₅	VCLR ₄	VCLR ₃	VCLR ₂	VCLR ₁	VCLR ₀

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	HCLR ₁₀	HCLR ₉	HCLR ₈	HCLR ₇	HCLR ₆	HCLR ₅	HCLR ₄	HCLR ₃	HCLR ₂	HCLR ₁	HCLR ₀

SIGCLR

FIG. 6E

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FIG. 7A is a schematic diagram of a cursor image 152 on a screen 150. The cursor image 152 is a rectangular box. A horizontal double-headed arrow 156 indicates the width of the cursor image 152. A vertical double-headed arrow 158 indicates the height of the cursor image 152. A reference numeral 154 points to the top-left corner of the cursor image 152.

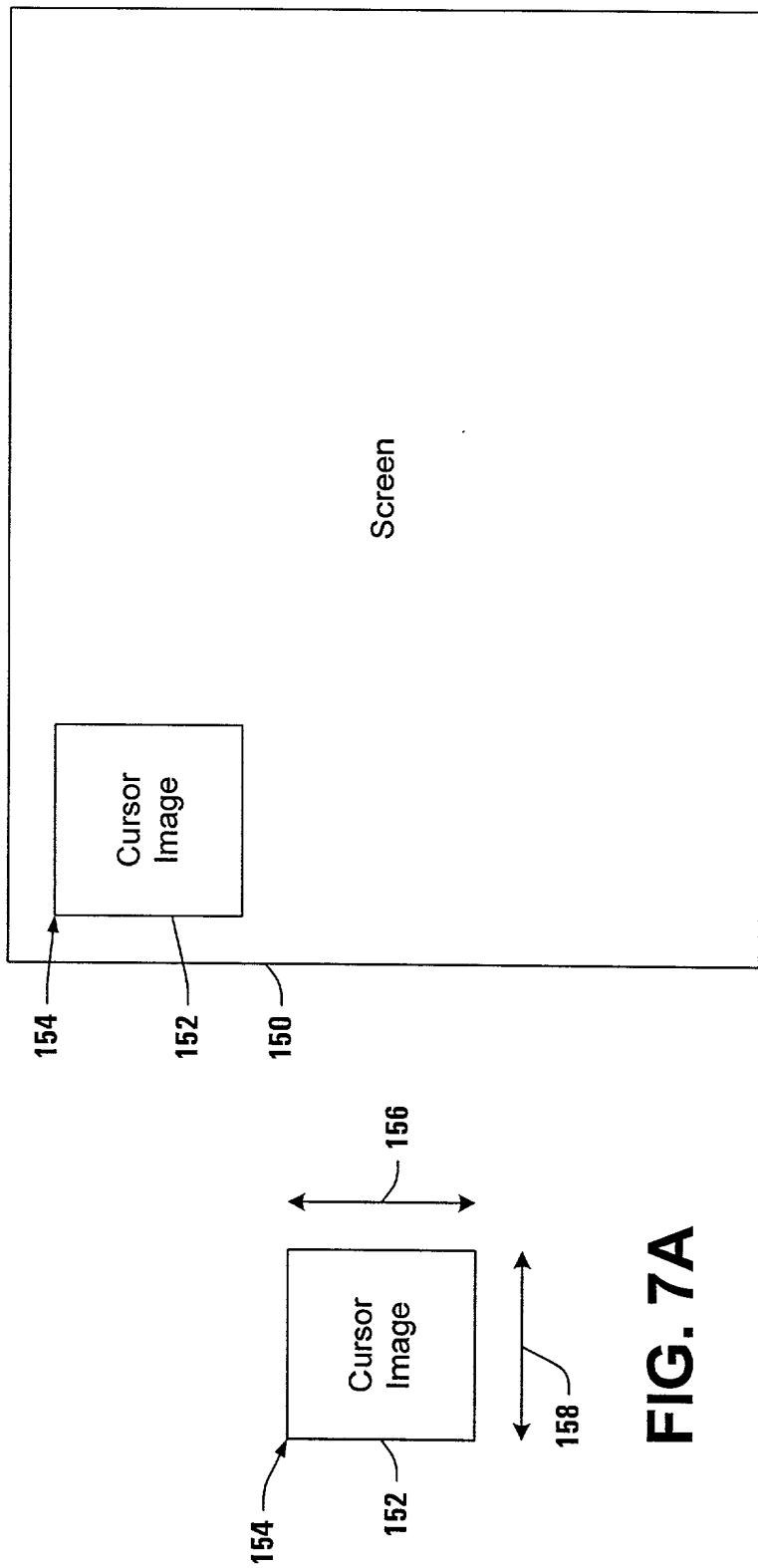


FIG. 7A

FIG. 7B

160

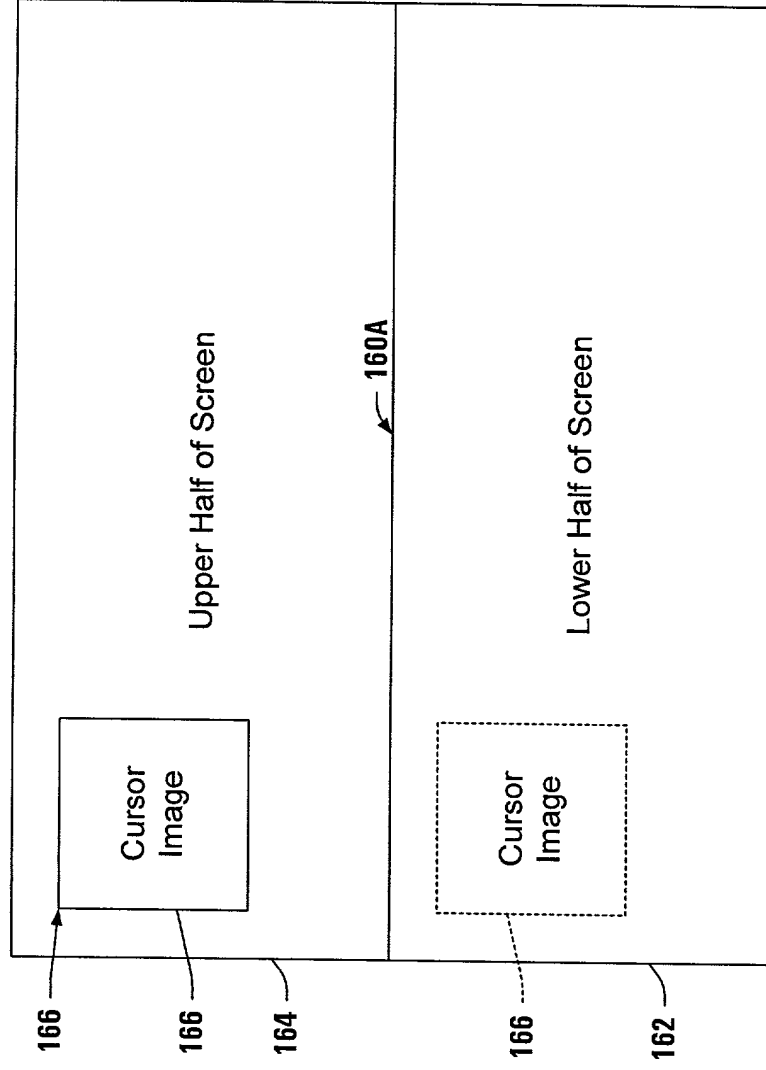


FIG. 8B

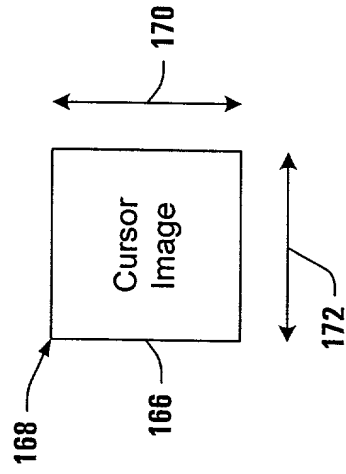
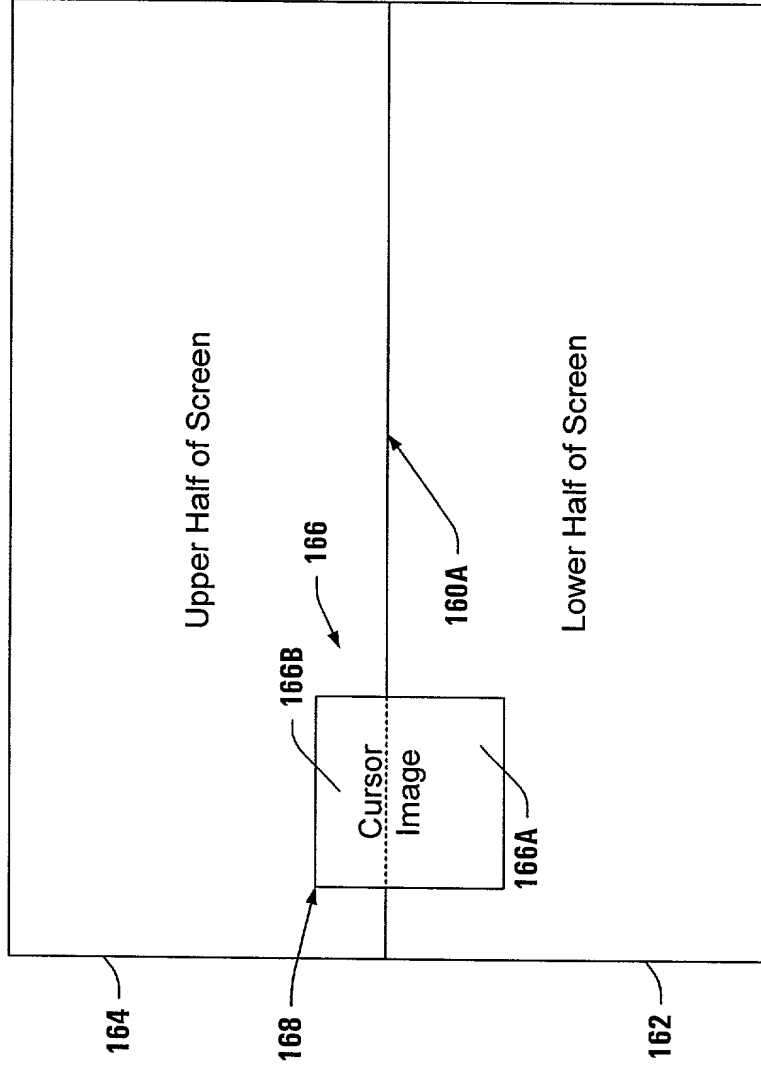


FIG. 8A

160



166

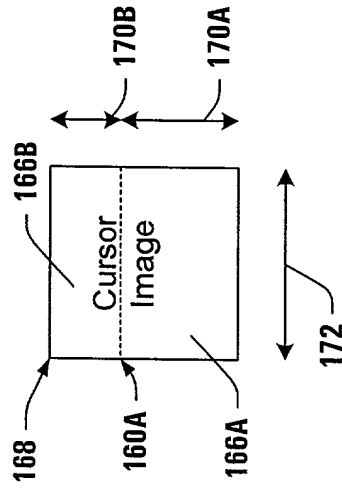


FIG. 9A

FIG. 9B

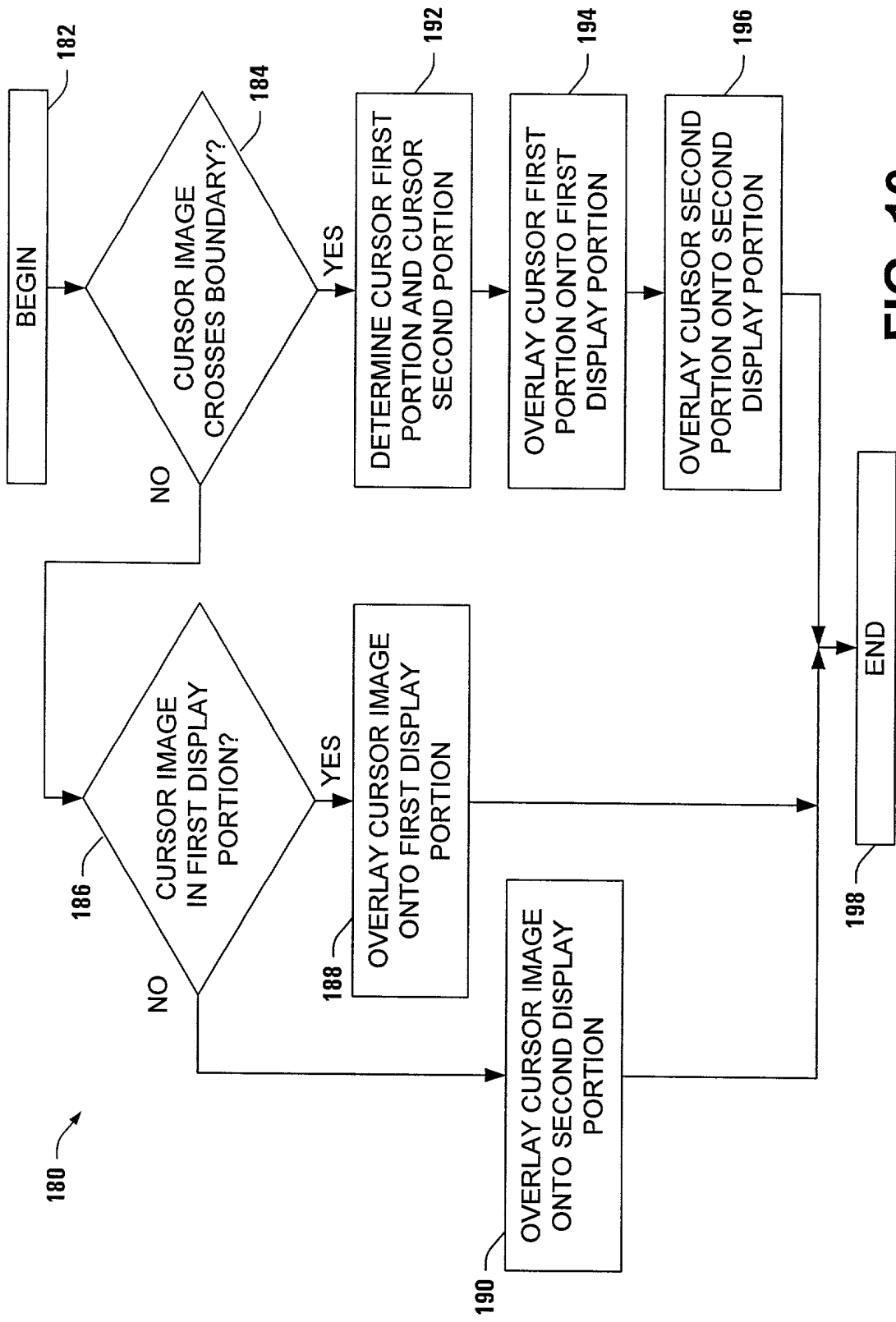


FIG. 10

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	NA	NA

CURSOR_ADR_START

FIG. 11A

200

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	ADR	NA	NA

CURSOR_ADR_RESET

FIG. 11B

202

FIG. 11C is a schematic diagram of a cursor size register in accordance with an embodiment of the present invention. The register is 32 bits wide and is divided into two 16-bit halves. The upper 16 bits (bits 31-16) are reserved (RSVD). The lower 16 bits (bits 15-0) are divided into two 8-bit halves. The upper 8 bits (bits 15-8) are reserved (RSVD). The lower 8 bits (bits 7-0) are divided into two 4-bit halves. The upper 4 bits (bits 7-4) are reserved (RSVD). The lower 4 bits (bits 3-0) are reserved (RSVD). The register is labeled 204.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DLNS5	DLNS4	DLNS3	DLNS2	DLNS1	DLNS0	CSTEP ₁	CSTEP ₀	CLINS5	CLINS4	CLINS3	CLINS2	CLINS1	CLINS0	CWID1	CWID0

CURSORSIZE

204

FIG. 11C

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R	COLO _R

CURSORCOLOR1
CURSORCOLOR2
CURSORBLINK1
CURSORBLINK2

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FIG. 11D

FIG. 11E is a schematic diagram of a cursor XYLOC register. The register is 32 bits wide and is divided into two 16-bit halves. The upper half (bits 16-31) contains a cursor XLOC register (XLOC₀ to XLOC₁₅) and the lower half (bits 0-15) contains a cursor YLOC register (YLOC₀ to YLOC₁₅). The cursor XLOC register is a 16-bit register that stores the X-coordinate of the cursor. The cursor YLOC register is a 16-bit register that stores the Y-coordinate of the cursor. The cursor XYLOC register is a 32-bit register that stores the X and Y coordinates of the cursor.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	YLOC ₁₀	YLOC ₉	YLOC ₈	YLOC ₇	YLOC ₆	YLOC ₅	YLOC ₄	YLOC ₃	YLOC ₂	YLOC ₁	YLOC ₀

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CEN	RSVD	RSVD	RSVD	RSVD	XLOC ₁₀	XLOC ₉	XLOC ₈	XLOC ₇	XLOC ₆	XLOC ₅	XLOC ₄	XLOC ₃	XLOC ₂	XLOC ₁	XLOC ₀

CURSORXYLOC

FIG. 11E

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31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CLHEN	RSVD	RSVD	RSVD	RSVD	YLOC ₁₀	YLOC ₉	YLOC ₈	YLOC ₇	YLOC ₆	YLOC ₅	YLOC ₄	YLOC ₃	YLOC ₂	YLOC ₁	YLOC ₀

CURSOR_DHSCAN_LH_YLOC

FIG. 11F

210

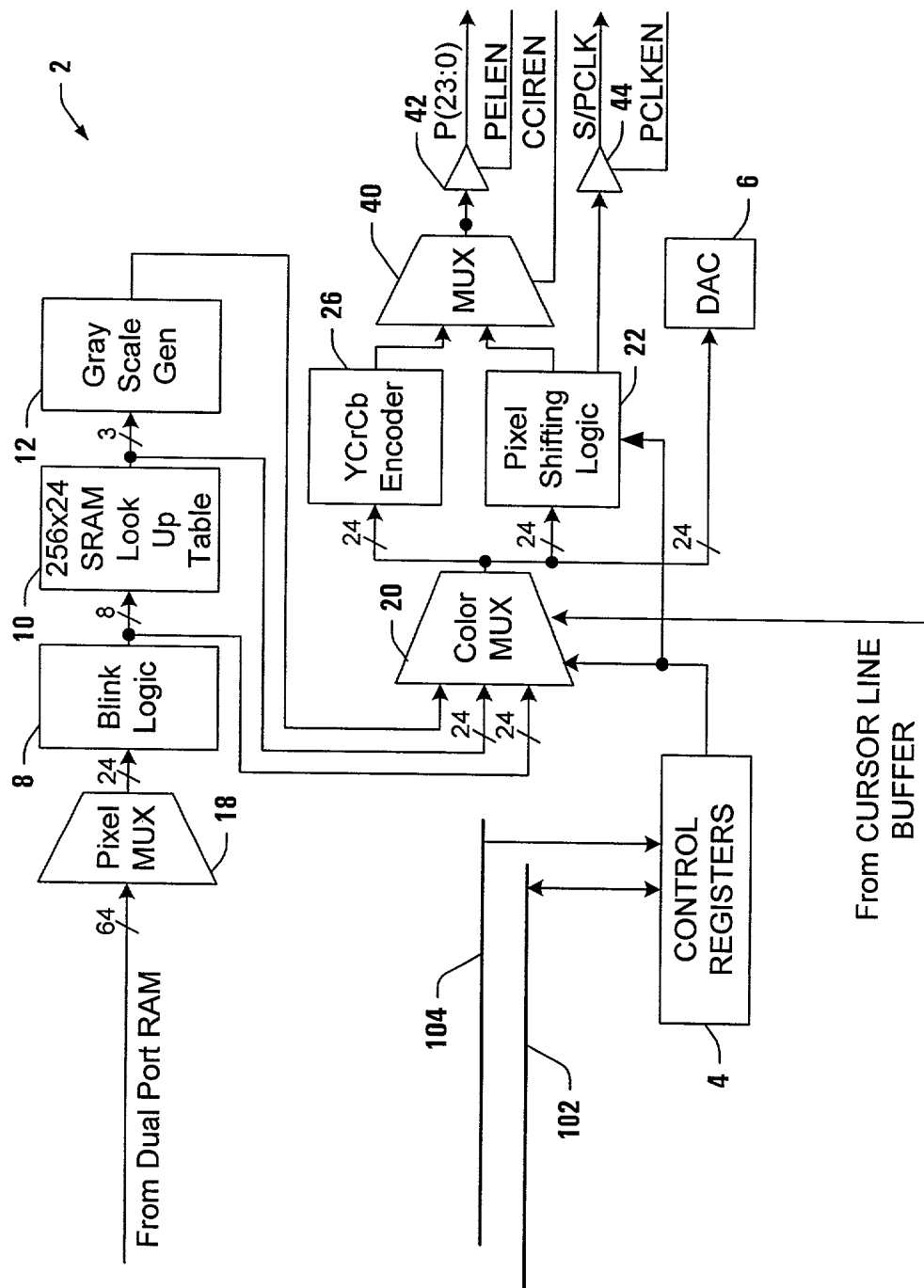


FIG. 12

Figure 13A shows a 32-bit register structure for the PIXELMODE register. The register is divided into two 16-bit halves. The upper 16 bits (bits 31-16) are reserved (RSVD). The lower 16 bits (bits 15-0) are used for pixel mode configuration. Bit 15 is reserved (RSVD). Bits 14-0 are used for pixel mode configuration, with bits 14-10 reserved (RSVD) and bits 9-0 used for pixel mode configuration. The pixel mode configuration is divided into two 5-bit halves. The upper 5 bits (bits 9-5) are used for pixel mode configuration (M0-M4). The lower 5 bits (bits 4-0) are used for pixel mode configuration (S0-S4). The pixel mode configuration is divided into two 5-bit halves. The upper 5 bits (bits 9-5) are used for pixel mode configuration (M0-M4). The lower 5 bits (bits 4-0) are used for pixel mode configuration (S0-S4).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	DSCA	C3	C2	C1	C0	M3	M2	M1	M0	S2	S1	S0	P2	P1	P0

PIXELMODE

FIG. 13A

230

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RD	DAT	DAT	DAT	DAT	DAT	DAT	DAT	DAT

PARLLIFOUT

FIG. 13B

232

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	ESTR T ₃	ESTR T ₂	ESTR T ₁	ESTR T ₀	CNT3	CNT2	CNT1	CNT0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	DAT	DAT	DAT	DAT	DAT	DAT	DAT

PARLLIFIN

234

FIG. 13C

shift mode	color mode	output mode	P(23) ***	P(22) ***	P(21) ***	P(20) ***	P(19) ***	P(18) ***	P(17)	P(16)	P(15)	P(14)	P(13) ****	P(12)	P(11)	P(10)	P(9) ****	P(8)	P(7)	P(6)	P(5) ****	P(4)	P(3)	P(2)	P(1) ****	P(0)
0x0	0x4 0x8	single pixel per clock up to 24 bits wide	R(1)	R(0)	G(1)	G(0)	B(1)	B(0)	R(7)	R(6)	R(5)	R(4)	R(3)	R(2)	G(7)	G(6)	G(5)	G(4)	G(3)	G(2)	B(7)	B(6)	B(5)	B(4)	B(3)	B(2)
0x0	0x5	single 16-bit 565 pixel per clock	R(3)	R(2)	G(5)	G(4)	B(3)	B(2)	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(4)	B(3)	B(2)	B(1)	B(0)	B(4)
0x0	0x6	single 16-bit 555 pixel per clock	R(3)	R(2)	G(3)	G(2)	B(3)	P(2)	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(4)	G(3)	G(2)	G(1)	G(0)	G(4)	B(4)	B(3)	B(2)	B(1)	B(0)	B(4)
0x1	0x4 0x8	single 24 bit pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(7)	R(6)	R(5)	R(4)	R(3)	R(2)	G(7)	G(6)	G(5)	G(4)	G(3)	G(2)	B(7)	B(6)	B(5)	B(4)	B(3)	B(2)
0x1	0x5	single 16-bit 565 pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(4)	B(3)	B(2)	B(1)	B(0)	B(4)
0x1	0x6	single 16-bit 555 pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(4)	G(3)	G(2)	G(1)	G(0)	G(4)	B(4)	B(3)	B(2)	B(1)	B(0)	B(4)
0x2	0x0 0x8	progressive scan 2 pixels per shift clock dual scan	P(120) R(14) *	P(12) G(14) *	P(4) B(14) *	P(20) R(4) *	P(12) G(4) *	P(4) B(4) *	P(23) R(17)	P(22) G(16)	P(21) G(15)	P(15) G(17)	P(14) G(16)	P(13) G(15)	P(7) B(17)	P(6) B(16)	P(5) B(15)	P(23) R(7)	P(22) R(6)	P(21) R(5)	P(15) G(7)	P(14) G(6)	P(13) G(5)	P(7) B(7)	P(6) B(6)	P(5) B(5)
0x3	0x0 0x8	progressive scan 4 pixels per shift clock dual scan	P(14) G(6) *	P(6) B(6) *	P(14) B(6) *	P(6) B(6) *	P(14) G(6) *	P(6) B(6) *	P(14) G(6) *	P(13) G(6) *	P(12) G(6) *	P(11) G(6) *	P(10) G(6) *	P(9) G(6) *	P(8) G(6) *	P(7) G(6) *	P(6) G(6) *	P(5) G(6) *	P(4) G(6) *	P(3) G(6) *	P(2) G(6) *	P(1) G(6) *	P(0) G(6) *	P(15) G(7)	P(14) G(7)	P(13) G(7)

FIG. 14A

0x4	0x0	progressive scan 8 pixels per shift clock dual scan	P7(23) R7 *	P6(23) R6 *	P5(23) R5 *	P4(23) R4 *	P3(23) R3 *	P2(23) R2 *	P1(23) R1 *	P0(23) R0 *	P7(15) G7 *	P6(15) G6 *	P5(15) G5 *	P4(15) G4 *	P3(15) G3 *	P2(15) G2 *	P1(15) G1 *	P0(15) G0 *	P7(7) B1	P0(7) B0
			Lower P7(23) R3 *	Upper P6(23) R3 *	Lower P5(23) R2 *	Upper P4(23) R2 *	Lower P3(23) R1 *	Upper P2(23) R1 *	Lower P1(23) R0 *	Upper P0(23) R0 *	Lower P3(15) G3 *	Upper P2(15) G3 *	Lower P1(15) G2 *	Upper P0(15) G2 *	Lower P3(7) B3	Upper P2(7) B3	Lower P1(7) B1	Upper P0(7) B1	Lower P7(7) B1	Upper P0(7) B0
0x5	0x0	2 2/3 pixels per clock	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	R0	B0
	0x8		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	B3	R2
0x6	0x0	Dual 2 2/3 pixels per clock	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	UR0	UB0
	0x8		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	UR3	UB3
**	**	CCIREN subs	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	UR6	UG5
**	**	LCDEN subs	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	D(2)	D(0)
**	**	ACEN subs	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**

* These bits are an ORed combination of the bit value shown and the next significant bit below (This rounds the color value to nearest color)
 ** These bits do not get a substitute and are defined to the values controlled by the pixel output mode in the upper part of the table
 *** These bits are pinned out in CL-EP9215 Dillon II only. They are the MSBs of the color channels
 **** Set PIXELMODE P13951 high to use these pins as outputs in the CL-EP9209

FIG. 14B

FIG. 15 is a block diagram of a system 800 for controlling a display device. The system 800 includes a control unit 802, a display device 804, and a user interface 806. The control unit 802 is connected to the display device 804 and the user interface 806. The display device 804 is connected to the user interface 806. The control unit 802 is configured to receive input from the user interface 806 and control the display device 804. The display device 804 is configured to display information received from the control unit 802. The user interface 806 is configured to allow a user to interact with the system 800.

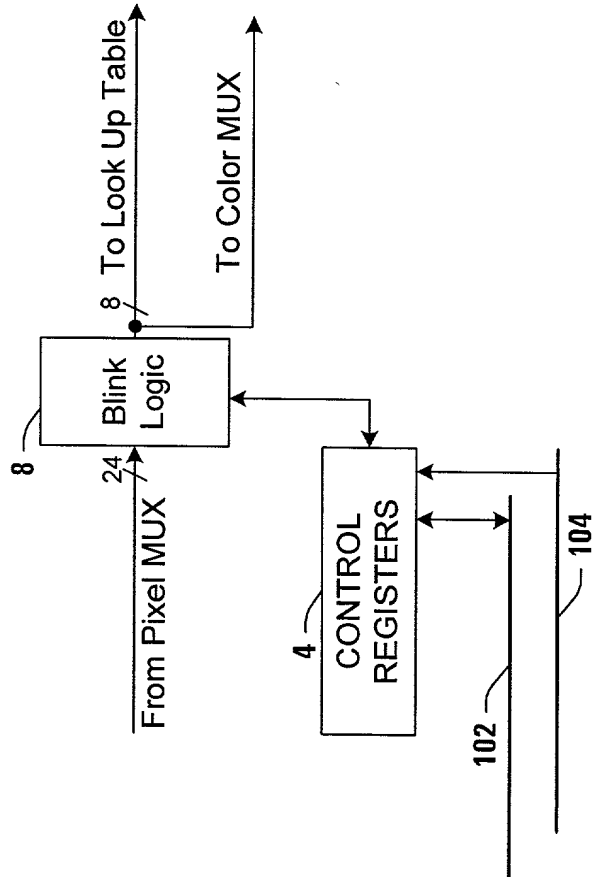


FIG. 15

FIG. 16A is a schematic diagram of a 32-bit register 250. The register 250 is divided into two 16-bit sections. The upper 16 bits (bits 16-31) are labeled RSVD (Reserved). The lower 16 bits (bits 0-15) are divided into four 4-bit sections. The first 4-bit section (bits 0-3) is labeled RATE. The second 4-bit section (bits 4-7) is labeled RATE. The third 4-bit section (bits 8-11) is labeled RATE. The fourth 4-bit section (bits 12-15) is labeled RATE. The register 250 is also labeled BLINKRATE.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RATE	RATE	RATE	RATE	RATE	RATE	RATE	RATE

BLINKRATE

FIG. 16A

250

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK	MASK

BLINKMASK

FIG. 16B

252

FIG. 16C is a schematic diagram of a 32-bit register. The register is divided into two 16-bit halves. The upper 16 bits (bits 31 to 16) are labeled "BLINKPATRN" and the lower 16 bits (bits 15 to 0) are labeled "PATTERNMASK". The register is further divided into four 4-bit sections. The upper 4-bit section (bits 31 to 28) is labeled "RSVD". The upper 4-bit section (bits 27 to 24) is labeled "RSVD". The upper 4-bit section (bits 23 to 20) is labeled "RSVD". The upper 4-bit section (bits 19 to 16) is labeled "RSVD". The lower 4-bit section (bits 15 to 12) is labeled "PATRN". The lower 4-bit section (bits 11 to 8) is labeled "PATRN". The lower 4-bit section (bits 7 to 4) is labeled "PATRN". The lower 4-bit section (bits 3 to 0) is labeled "PATRN".

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN	PATRN

BLINKPATRN

FIG. 16C

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31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK	P MASK

PATTERNMASK

FIG. 16D

256

Figure 16E shows the bit fields of the BG_OFFSET register. The register is 32 bits wide. Bits 31-24 are reserved (RSVD). Bits 23-16 are background offset (BGOFF). Bits 15-0 are background offset (BGOFF).

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF	BGOFF

BG_OFFSET

258 ↗

FIG. 16E

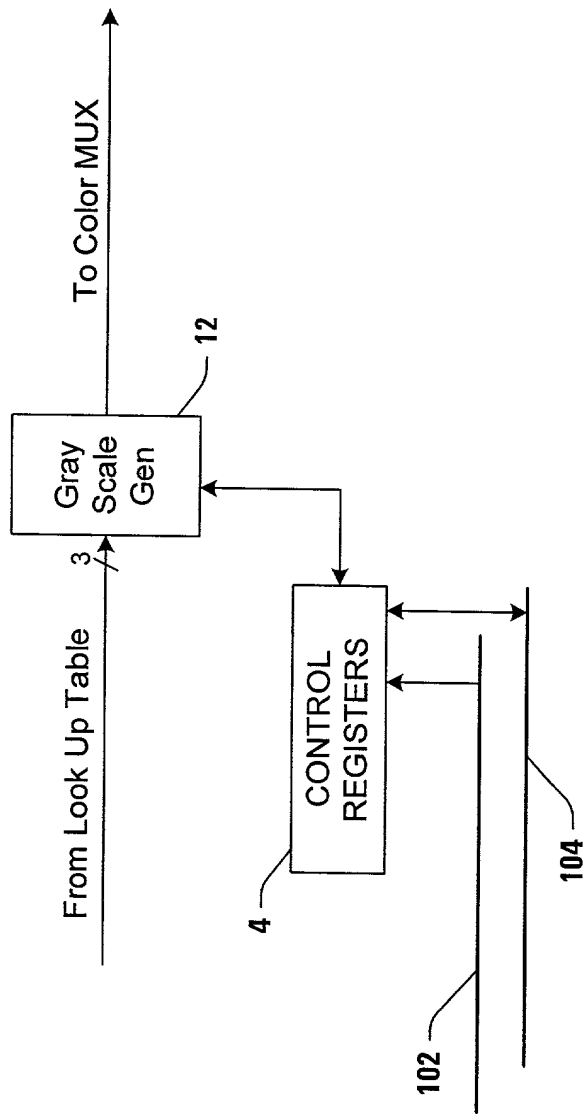


FIG. 17

Figure 19 shows a 32-bit Gray Scale Look Up Table (LUT) structure. The LUT is organized into two rows of 16 bits each. The top row is labeled with bit positions 31 down to 16, and the bottom row is labeled with bit positions 15 down to 0. The top row contains 15 'RSVD' (Reserved) bits followed by 'HORZ' and 'VERT' bits. The bottom row contains 15 data bits labeled 'D15' through 'D0'.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	FRAME	VERT	HORZ
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0

GRAYSCALE LUT

282 **FIG. 19**

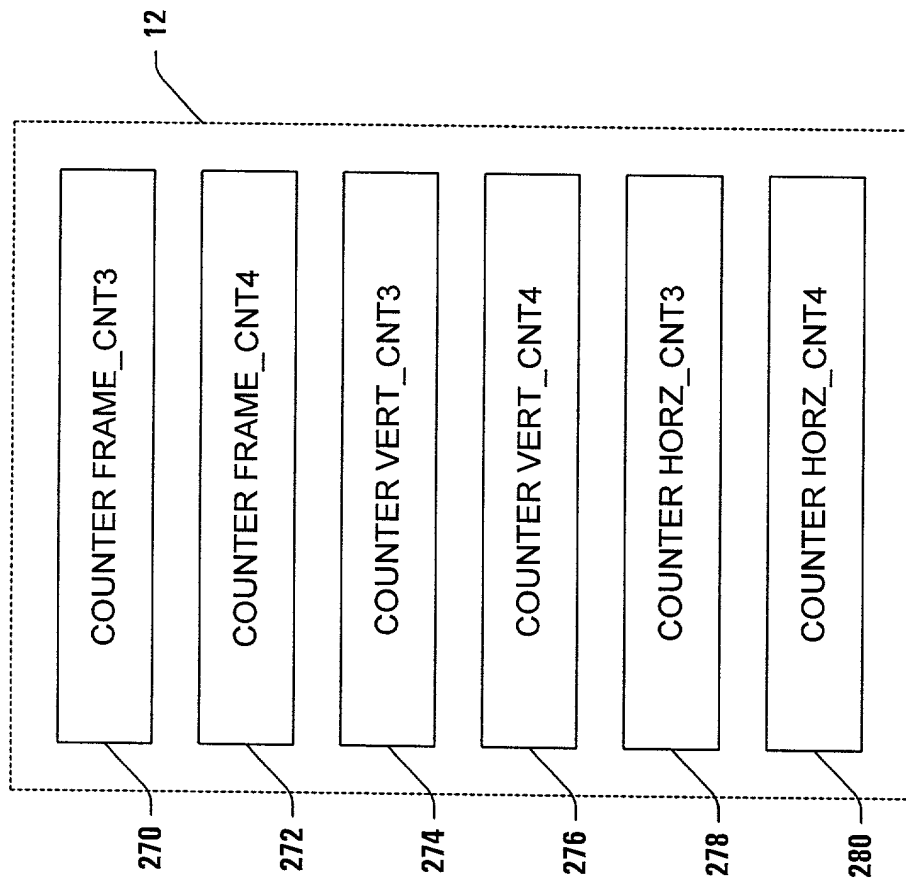


FIG. 18

300

[illegible]

302

[illegible]

304 →

H O R Z

FRAME 0	V	1	1	1	1
	E	1	1	1	1
	R	1	1	1	1
	T	1	1	1	1

FRAME 1

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FRAME 2

1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

FRAME 3

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

FIG. 22

306 →

H O R Z

FRAME 0	V	1	0	1	0
	E	1	0	1	0
	R	1	0	1	0
	T	1	0	1	0

FRAME 1				
0	1	0	1	1
0	1	0	1	1
0	1	0	1	1
0	1	0	1	1

FRAME 2

1	0	1	0
1	0	1	0
1	0	1	0
1	0	1	0

FRAME 3

0	1	0	1
0	1	0	1
0	1	0	1
0	1	0	1

FIG. 23

FIG. 24 is a diagram illustrating a sequence of four frames (FRAME 0, FRAME 1, FRAME 2, and FRAME 3) showing the evolution of a 4x4 grid of binary values (0s and 1s) over time. The frames are arranged in a 2x2 grid, with FRAME 0 at the top left, FRAME 1 at the top right, FRAME 2 at the bottom left, and FRAME 3 at the bottom right. The grid is labeled with 'H', 'O', 'R', 'Z' on the left and 'V', 'E', 'R', 'T' on the right. An arrow labeled '308' points to the 'H' column of FRAME 0.

308 → H O R Z

FRAME 0	V	1	1	0	0
	E	1	0	1	0
	R	0	0	1	1
	T	1	0	1	0

FRAME 1		0	0	1	1
		0	1	0	1
		1	1	0	0
		0	1	0	1

FRAME 2		1	0	1	0
		1	1	0	0
		1	0	1	0
		0	0	1	1

FRAME 3		0	1	0	1
		0	0	1	1
		0	1	0	1
		1	1	0	0

FIG. 24

310

FIG. 25

[illegible]

312 →

H O R Z

FRAME 0

1	0	0
0	1	0
0	0	1

V E R T

FRAME 1

0	1	0
0	0	1
1	0	0

FRAME 2

0	0	1
1	0	0
0	1	0

FIG. 26

314 →

H O R Z

FRAME 0

1	0	0
0	0	1
0	1	0

V E R T

FRAME 1

0	1	0
0	1	0
0	0	1

FRAME 2

0	0	1
1	0	0
1	0	0

FIG. 27

316 ↗

FIG. 28

318 →

H O R Z

FRAME 0

1	0	0	0
0	0	1	1
0	1	0	0

V E R T

FRAME 1

0	1	0	0
0	1	0	0
0	0	1	1

FRAME 2

0	0	1	1
1	0	0	1
1	0	0	0

FIG. 29

Display Type	Horizontal Resolution x Vertical Resolution	Video Clock frequency (MHz)	Frame Buffer Storage format	Display Data format	pixels per shift clock	Pixel Shift Clock frequency (MHz)	Vertical Frame Rate (Hz)
VFD	128 x 32	2	4 bpp	monochrome	8	0.25	400
LCD	128 x 64	2	4 bpp	monochrome	4	0.5	230
LCD	256 x 128	2	4 bpp	monochrome	4	0.5	60
"QVGA" TFT LCD	320 x 234	6.4	8 bpp	analog	1	6.4	80
QVGA STN LCD	320 x 240	4	4 bit RGB	4 bit RGB	1	4	50
HVGA STN LCD	640 x 240	8	4 bit RGB	4 bit RGB	1	8	50
"VGA" DC Plasma	640 x 400	16	4 bpp	monochrome	4	4	60
VGA EL	640 x 480	24	4 or 8 bpp	grayscale	8	3	75
VGA STN LCD	640 x 480	24	8 or 16 bpp	18 bit RGB	1	24	75
VGATFT LCD	640 x 480	24	8, 16, or 24 bpp	18 bit RGB	1	24	75
VGA CRT	640 x 480	25.175	8, 16, or 24 bpp	analog	1	NA	70
VGA CRT	640 x 480	32	8, 16, or 24 bpp	analog	1	NA	85
SVGA TFT LCD	800 x 600	40	8, 16, or 24 bpp	18 bit RGB	1	40	80
SVGA CRT	800 x 600	50	8, 16, or 24 bpp	analog	1	NA	85
XGA TFT LCD	1024 x 768	60	8, 16, or 24 bpp	18 bit RGB	2	30	72
XGA CRT	1024 x 768	75	8, 16, or 24 bpp	analog	1	NA	80
SXGA TFT LCD	1280 x 1024	85	8, 16, or 24 bpp	18 or 24 bit RGB	1	85	60
SXGA CRT	1280 x 1024	110	8, 16, or 24 bpp	analog	1	NA	70
SXGAW TFT LCD	1400 x 1024	90	8, 16, or 24 bpp	18 or 24 bit RGB	1	90	60
SXGA+ TFT LCD	1400 x 1050	110	8, 16, or 24 bpp	18 or 24 bit RGB	1	110	70
UXGA TFT LCD	1600 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	65
UXGA CRT	1600 x 1200	135	8, 16, or 24 bpp	analog	1	NA	60
UXGAW TFT LCD	1900 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	60
HDTV-2 LCD	1280 x 720	50	8, 16, or 24 bpp	24 bit RGB	1	50	50
HDTV-2 CRT	1280 x 720	66	8, 16, or 24 bpp	analog	1	NA	60
HDTV-4 LCD	1920 x 1080	135	8, 16, or 24 bpp	24 bit RGB	1	135	60
HDTV-4 CRT	1920 x 1080	135	8, 16, or 24 bpp	analog	1	NA	55
QXGA LCD	2048 x 1536	135	4 bpp	monochrome	8	16.875	40
QSXGA LCD	2560 x 2048	135	4 bpp	monochrome	8	16.875	24
QUXGA LCD	3200 x 2400	135	4 bpp	monochrome	8	16.875	17

FIG. 31

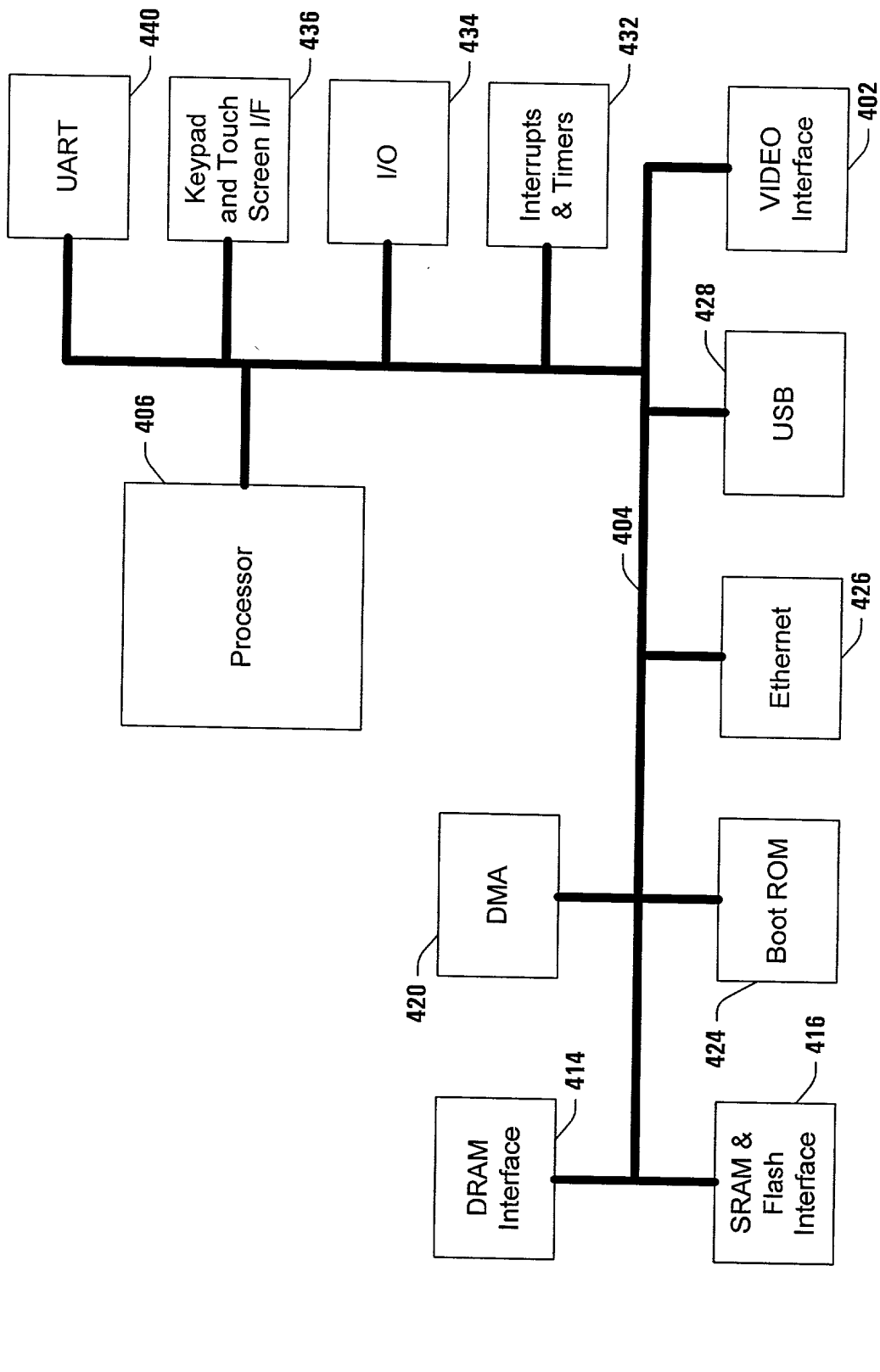


FIG. 32

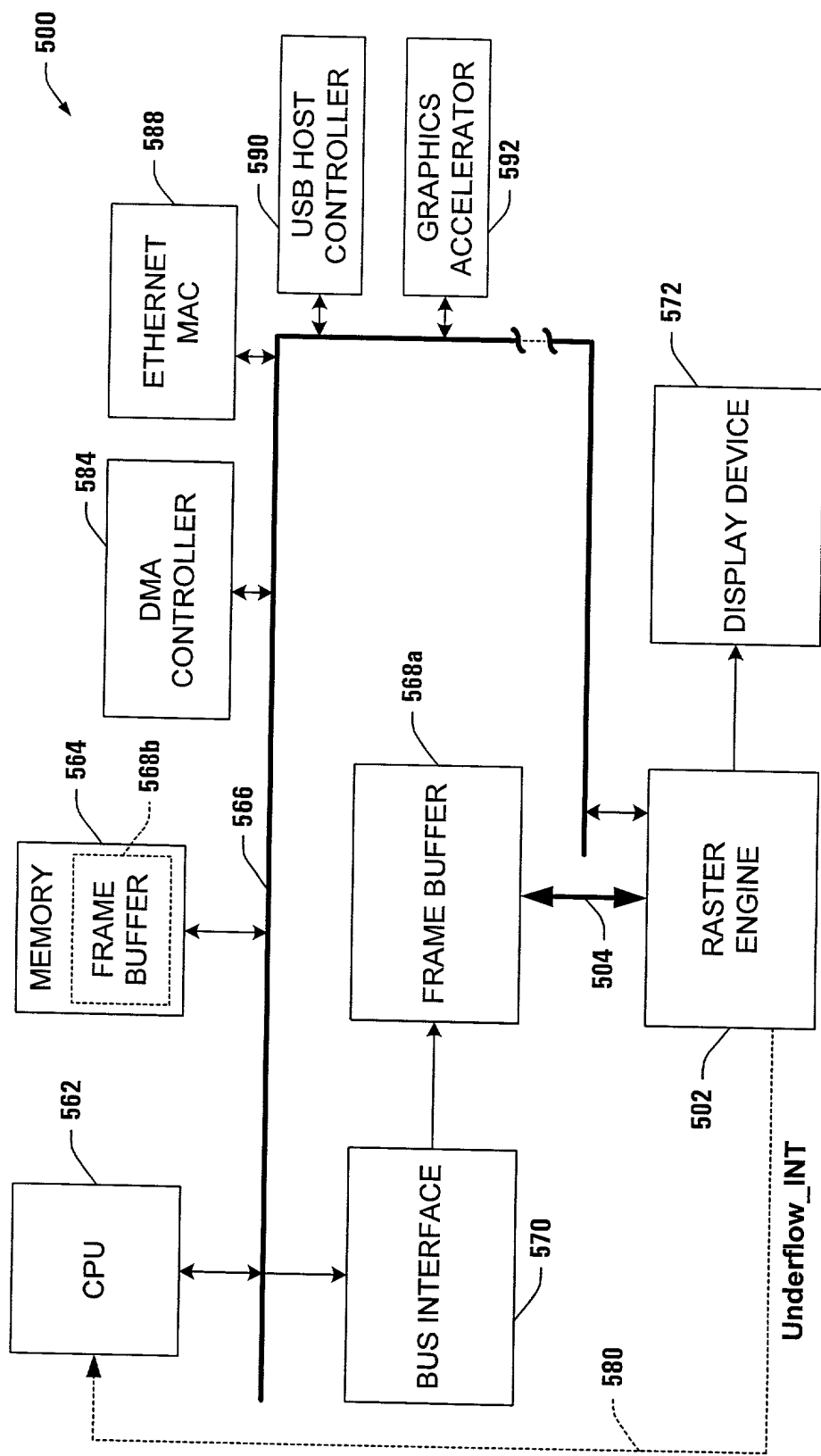


FIG. 33

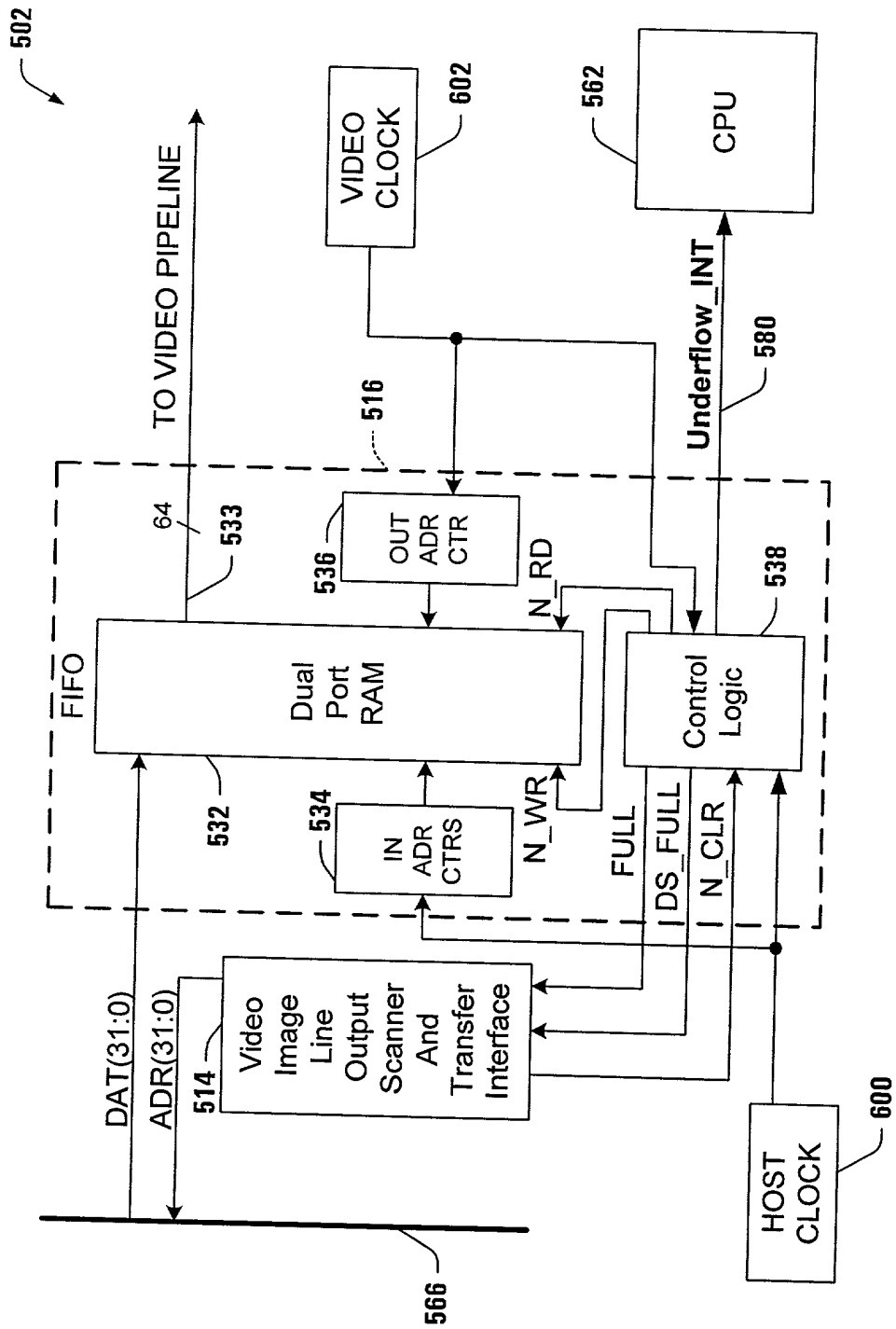


FIG. 34

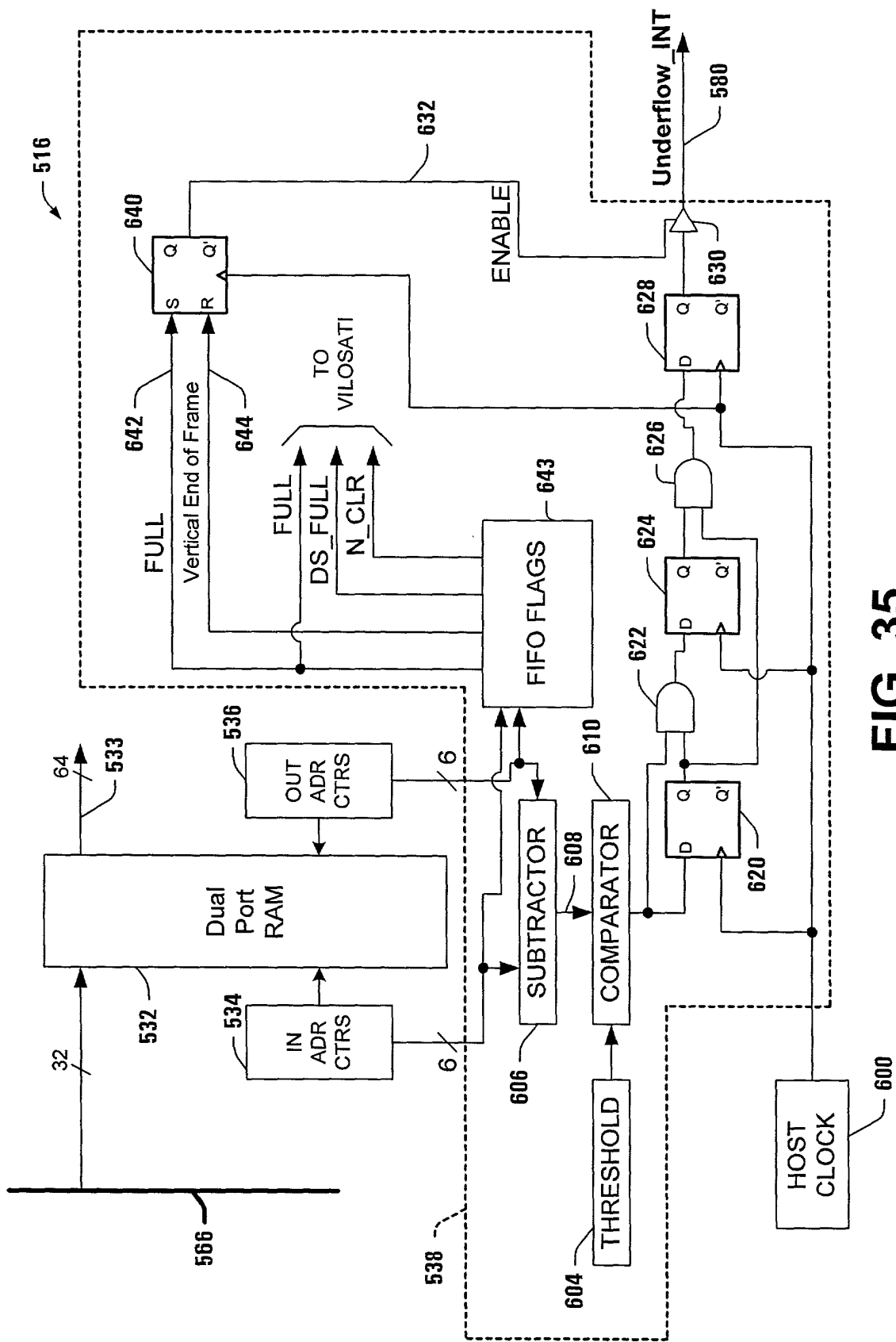


FIG. 35

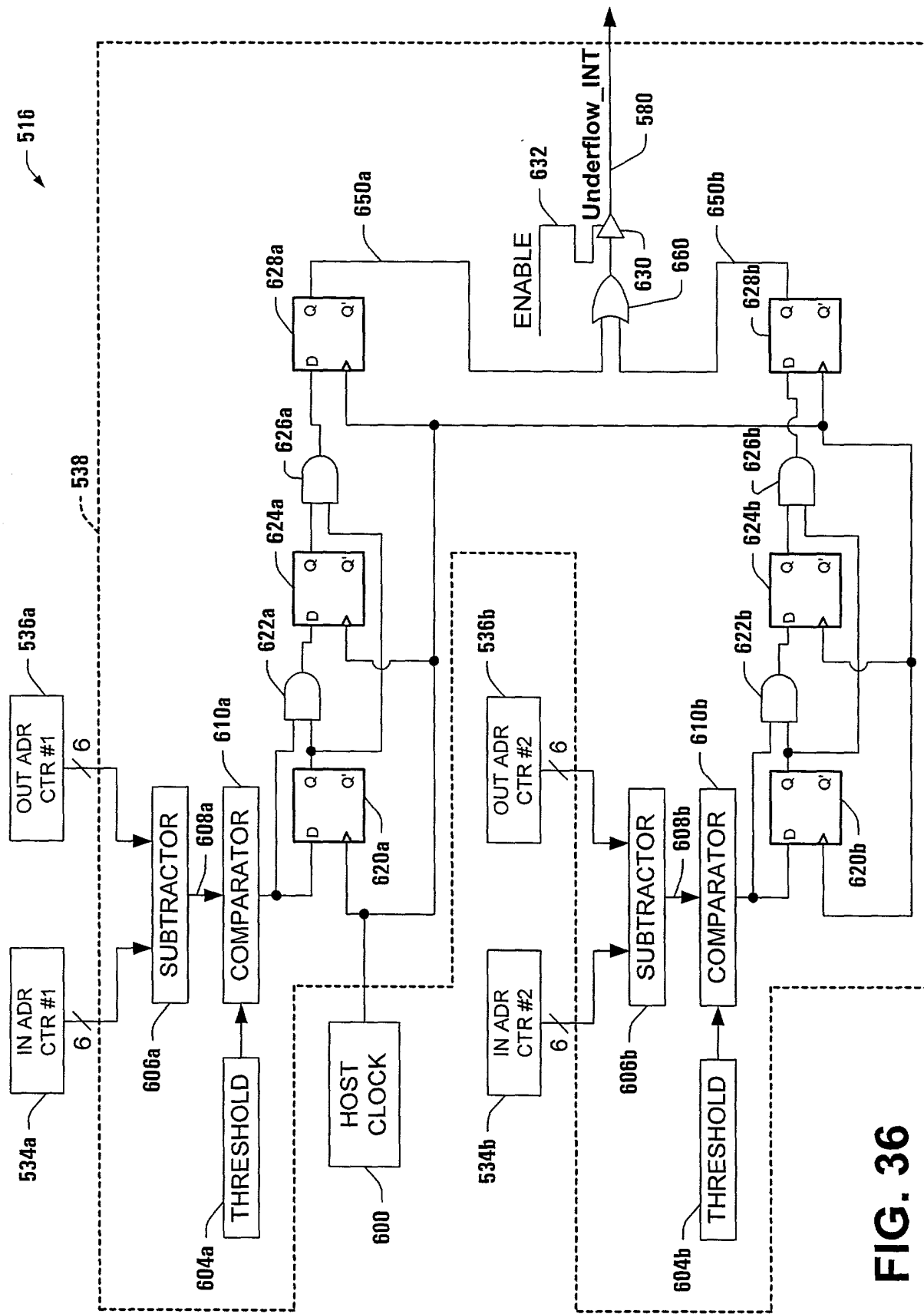


FIG. 36

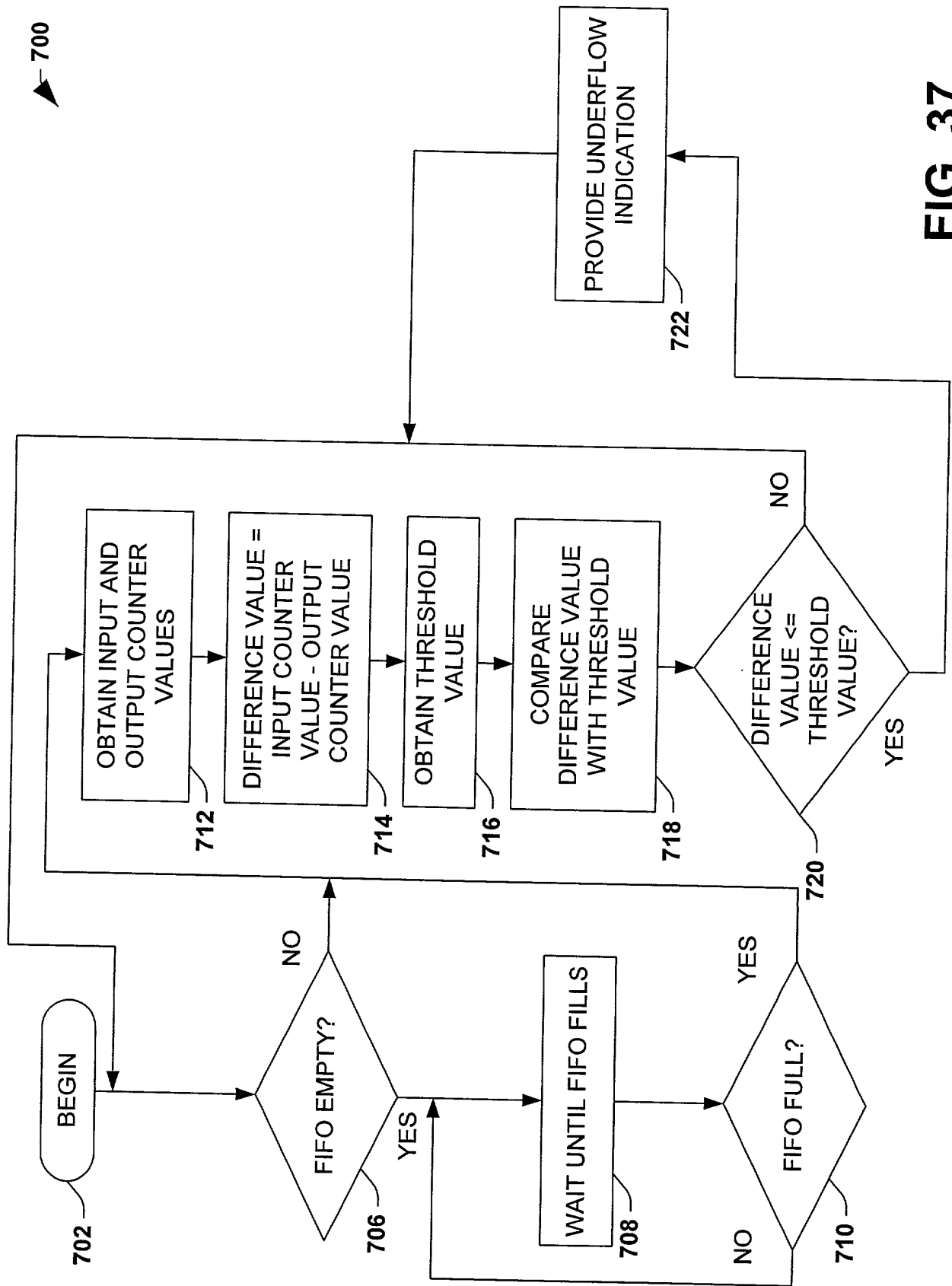


FIG. 37